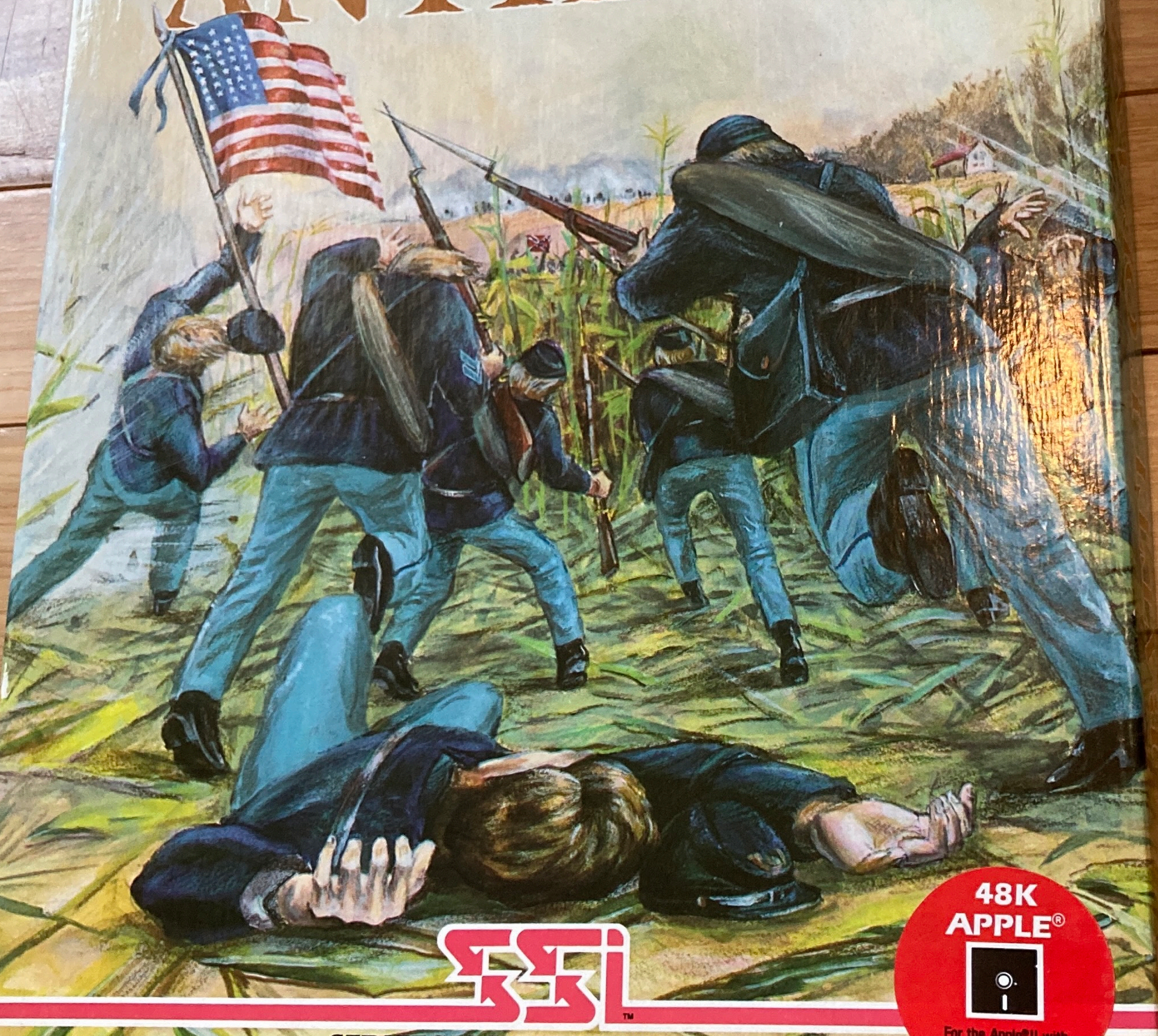
BATTLE OF ANTIETAM



SSI™

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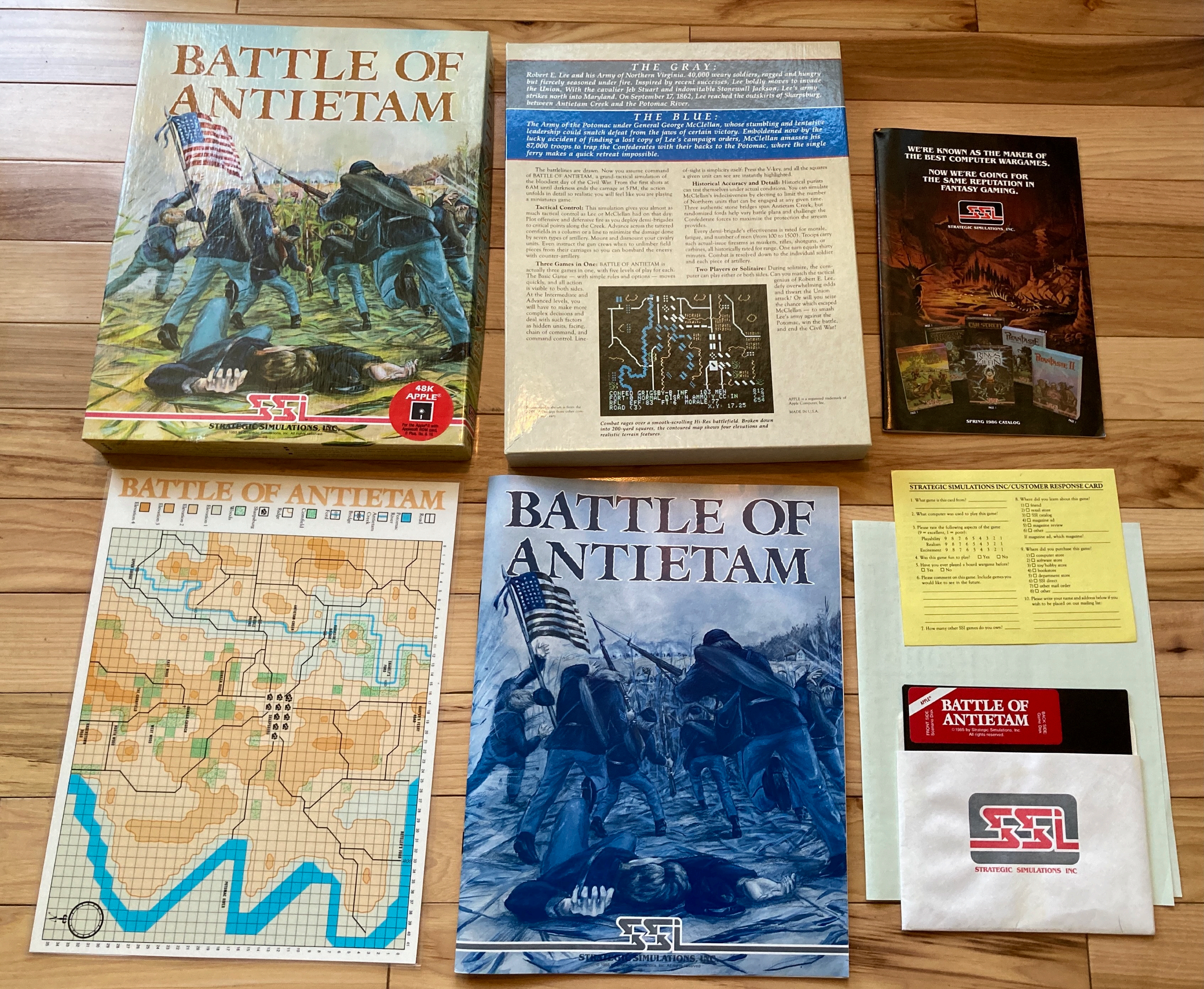
48K APPLE®

For the Apple® II with
Applesoft ROM card,
II Plus, IIe, & III.



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THE GRAY:

Robert E. Lee and his Army of Northern Virginia. 40,000 weary soldiers, ragged and hungry but fiercely seasoned under fire. Inspired by recent successes, Lee boldly moves to invade the Union. With the cavalier Jeb Stuart and indomitable Stonewall Jackson, Lee's army strikes north into Maryland. On September 17, 1862, Lee reached the outskirts of Sharpsburg, between Antietam Creek and the Potomac River.

THE BLUE:

The Army of the Potomac under General George McClellan, whose stumbling and tentative leadership could snatch defeat from the jaws of certain victory. Emboldened now by the lucky accident of finding a lost copy of Lee's campaign orders, McClellan amasses his 87,000 troops to trap the Confederates with their backs to the Potomac, where the single ferry makes a quick retreat impossible.

The battlelines are drawn. Now you assume command of BATTLE OF ANTIETAM, a grand-tactical simulation of the bloodiest day of the Civil War. From the first shots at 6AM until darkness ends the carnage at 5PM, the action unfolds in detail so realistic you will feel like you are playing a miniatures game.

Tactical Control: This simulation gives you almost as much tactical control as Lee or McClellan had on that day: Plot offensive and defensive fire as you deploy demi-brigades to critical points along the Creek. Advance across the tattered cornfields in a column or a line to minimize the damage done by seven types of artillery. Mount and dismount your cavalry units. Even instruct the gun crews when to unlimber field pieces from their carriages so you can bombard the enemy with counter-artillery.

Three Games in One: BATTLE OF ANTIETAM is actually three games in one, with five levels of play for each. The Basic Game — with simple rules and options — moves quickly, and all action is visible to both sides. At the Intermediate and Advanced levels, you will have to make more complex decisions and deal with such factors as hidden units, facing, chain of command, and command control. Line-of-sight is simplicity itself: Press the V-key, and all the squares a given unit can see are instantly highlighted.

Historical Accuracy and Detail: Historical purists can test themselves under actual conditions. You can simulate McClellan's indecisiveness by electing to limit the number of Northern units that can be engaged at any given time. Three authentic stone bridges span Antietam Creek, but randomized fords help vary battle plans and challenge the Confederate forces to maximize the protection the stream provides.

Every demi-brigade's effectiveness is rated for morale, fatigue, and number of men (from 100 to 1500). Troops carry such actual-issue firearms as muskets, rifles, shotguns, or carbines, all historically rated for range. One turn equals thirty minutes. Combat is resolved down to the individual soldier and each piece of artillery.

Two Players or Solitaire: During solitaire, the computer can play either or both sides. Can you match the tactical genius of Robert E. Lee, defy overwhelming odds and thwart the Union attack? Or will you seize the chance which escaped McClellan — to smash Lee's army against the Potomac, win the battle, and end the Civil War?

```
CONFED GRIGSBY-B INF    103 MEN       812
FORT:0 NORMAL DISR:N AMMO:Y CC:IN     7 3
RFL   EFF:83  FT:6  MORALE:77         654
ROAD (3)                  X,Y: 17,25
```

Combat rages over a smooth-scrolling Hi-Res battlefield. Broken down into 200-yard squares, the contoured map shows four elevations and realistic terrain features.

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1. What game is this card from? ____________
2. What computer was used to play this game? ____________
3. Please rate the following aspects of the game (9 = excellent, 1 = poor):

Playability	9	8	7	6	5	4	3	2	1
Realism	9	8	7	6	5	4	3	2	1
Excitement	9	8	7	6	5	4	3	2	1

4. Was this game fun to play? ☐ Yes ☐ No
5. Have you ever played a board wargame before? ☐ Yes ☐ No
6. Please comment on this game. Include games you would like to see in the future. ____________
7. How many other SSI games do you own? ____________
8. Where did you learn about this game?
   1) ☐ friend
   2) ☐ retail store
   3) ☐ SSI catalog
   4) ☐ magazine ad
   5) ☐ magazine review
   6) ☐ other ____________
   If magazine ad, which magazine? ____________
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APPLE®

BATTLE OF ANTIETAM

FRONT SIDE: Scenario Disk

BACK SIDE: Game Disk

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For the Apple®II with Applesoft ROM card, II Plus, IIe, & III.

- Grand tactical Civil War game
- 17 weapon types, including muskets, carbines, Napoleons, howitzers, and parrots.
- Representation of Brigade, Divisional, and Corp commanders.
- Map details include towns, streams, ridges, and bridges superimposed on a square grid that displays four elevations.
- Each unit represents 2 regiments or 1-4 batteries. Every man and gun accounted for.
- Several menu options, including hidden units, icons or symbols, union activation, and levels of difficulty.
- Computer plays either Confederate or Union. Includes games for Introductory, Intermediate, or Advanced play.

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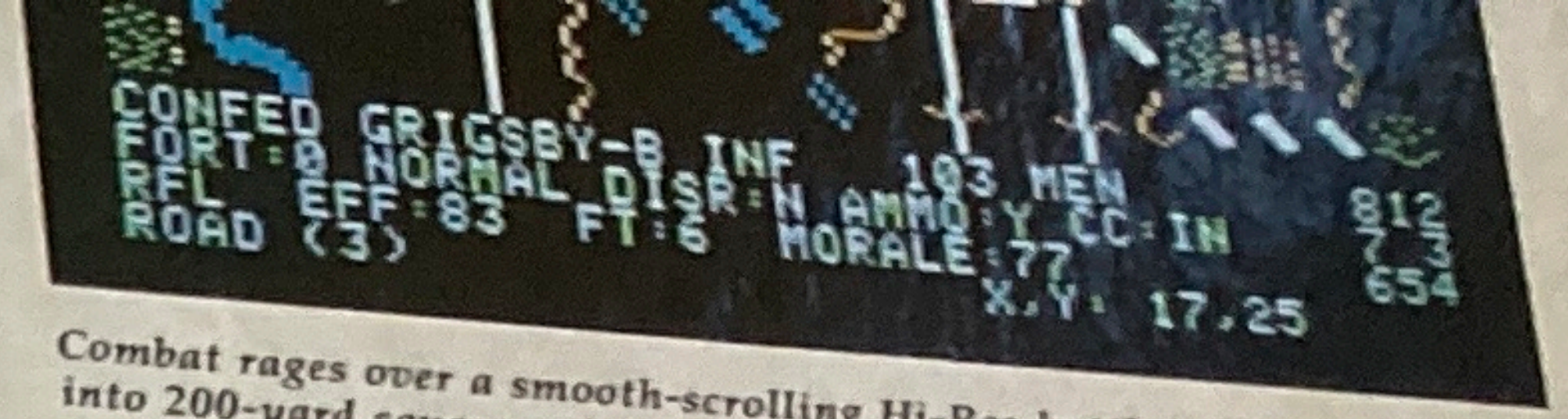

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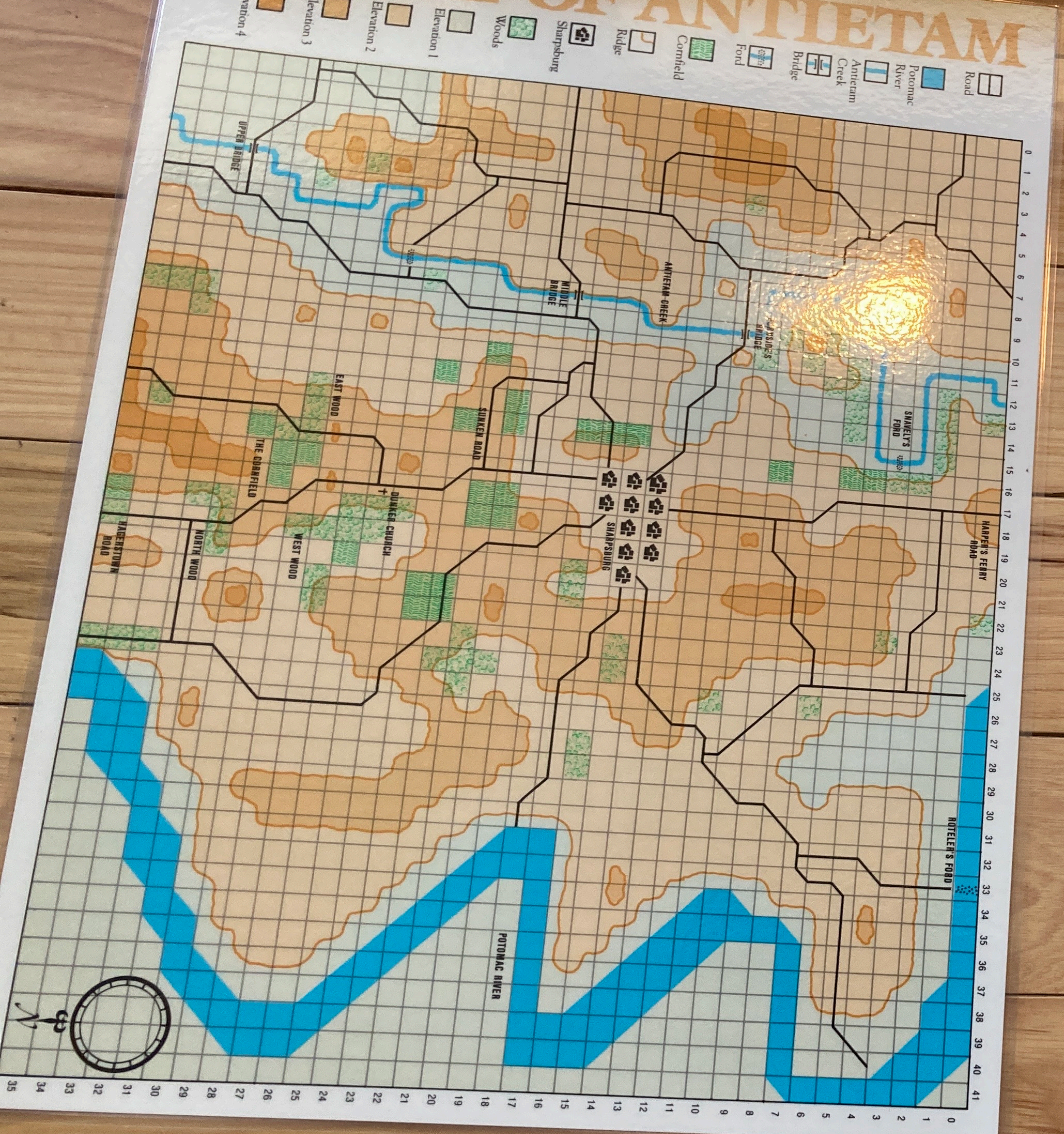
Elevation 4
Elevation 3
Elevation 2
Elevation 1
Woods
Sharpsburg
Ridge
Cornfield
Ford
Bridge
Antietam Creek
Potomac River
Road
UPPER BRIDGE
MIDDLE BRIDGE
ANTIETAM CREEK
BURNSIDE'S BRIDGE
SNAVELY'S FORD
EAST WOOD
SUNKEN ROAD
THE CORNFIELD
DUNKER CHURCH
SHARPSBURG
WEST WOOD
NORTH WOOD
HAGERSTOWN ROAD
HARPER'S FERRY ROAD
BOTELER'S FORD
POTOMAC RIVER
N
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41
35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

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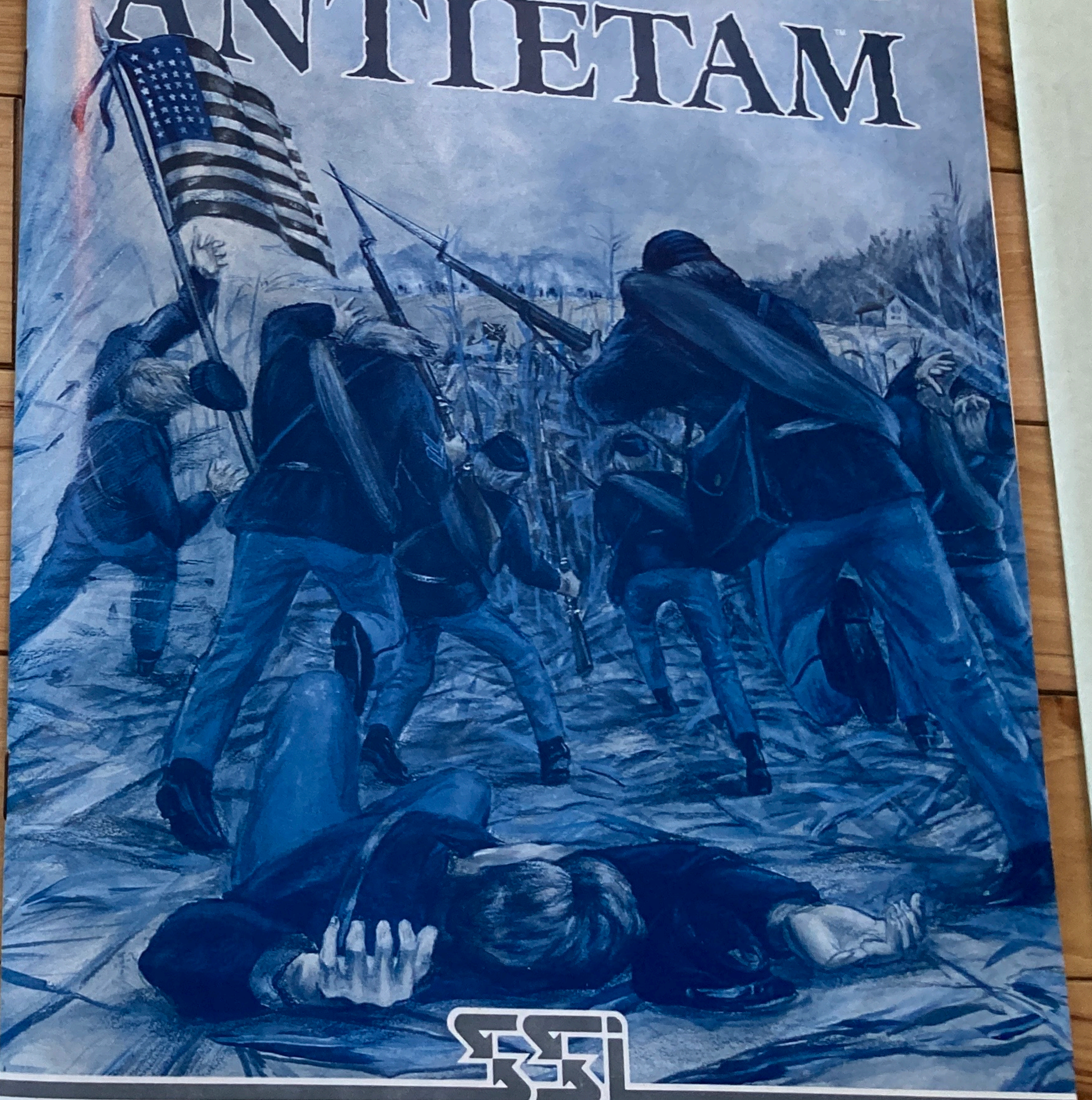

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Antietam Creek and the Potomac River.

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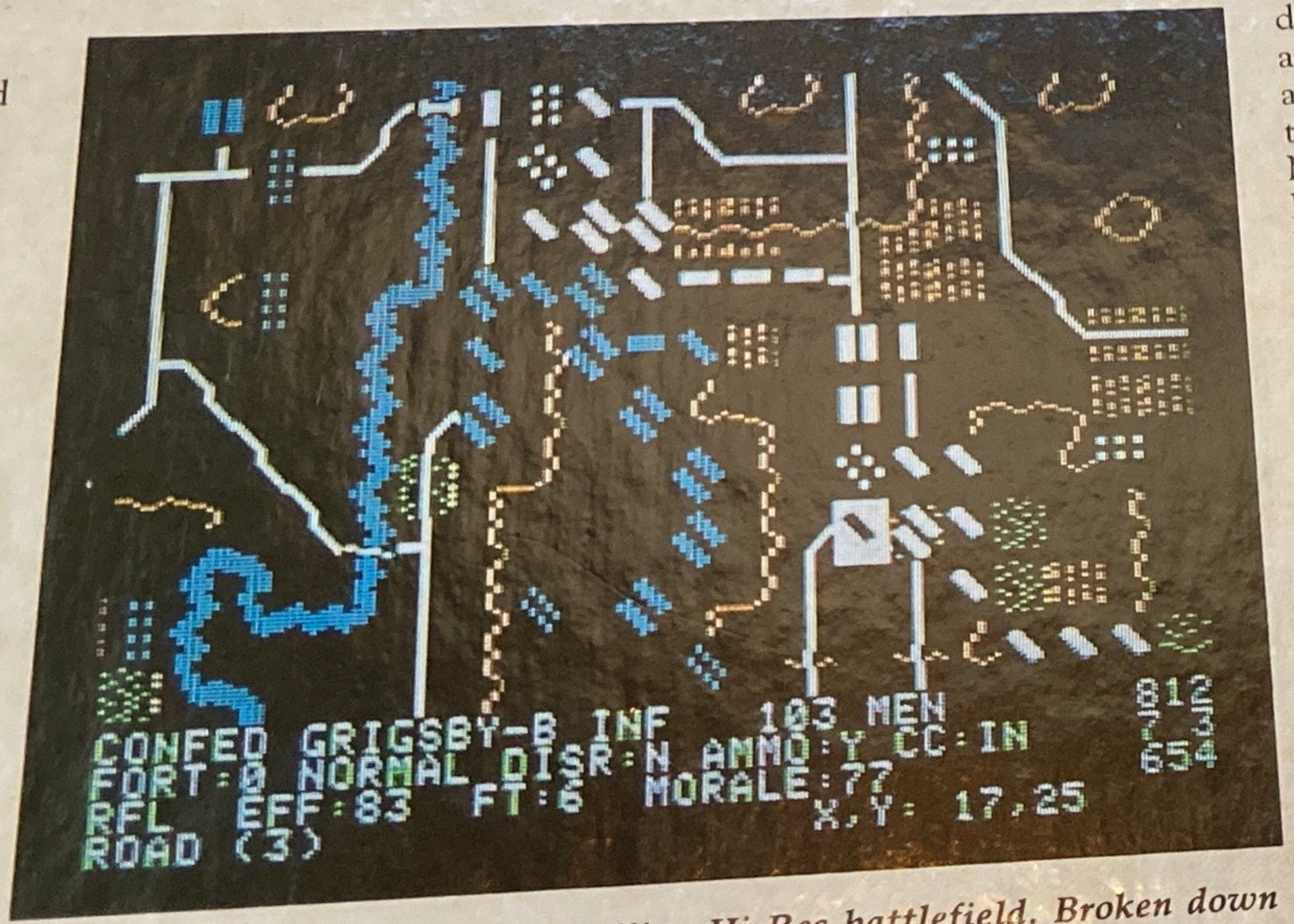

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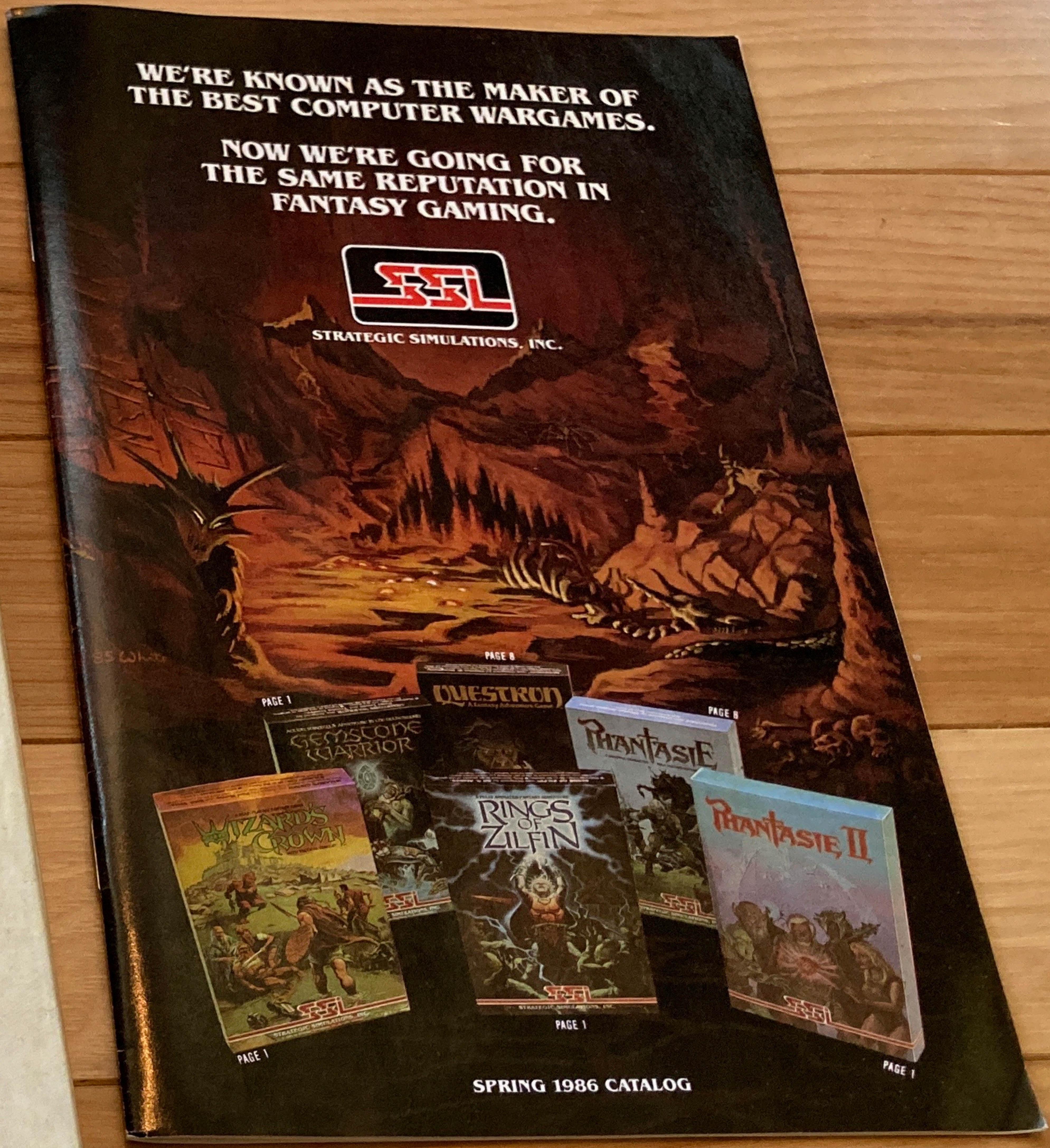

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10. Please write your name and add
wish to be placed on our mail

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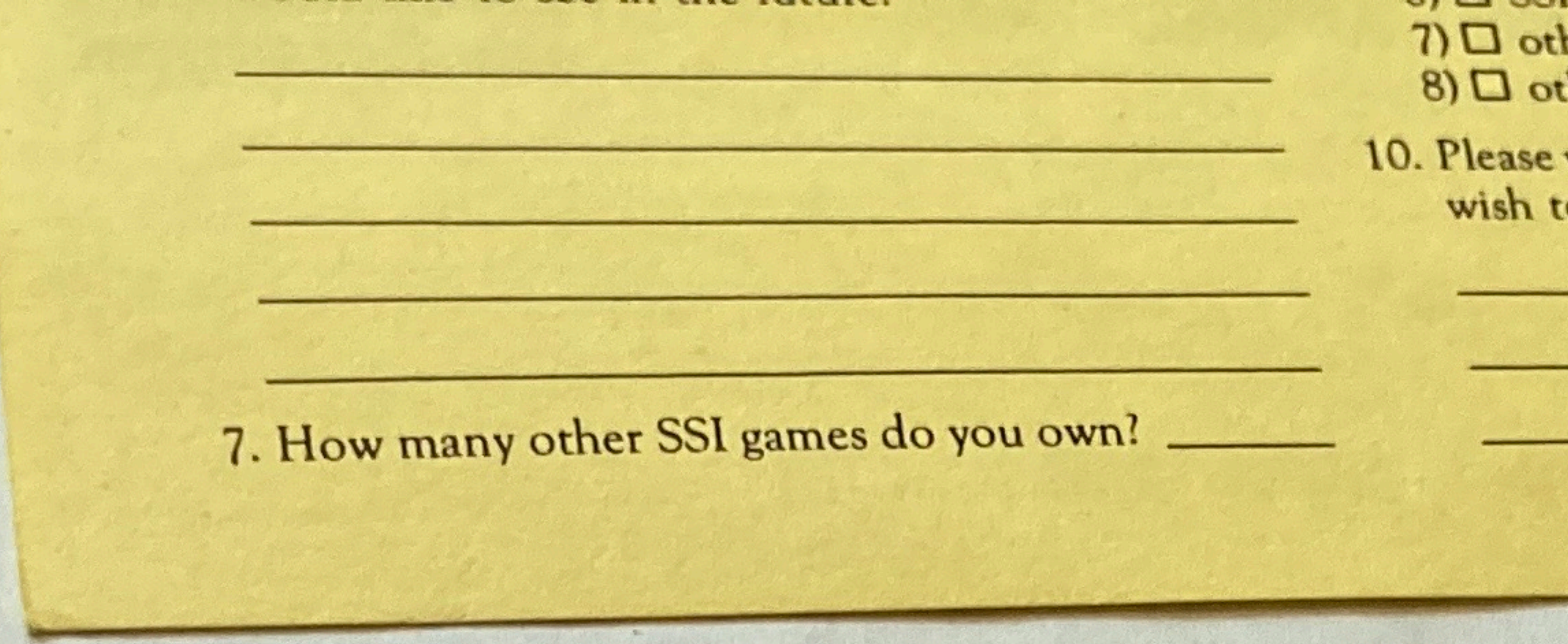

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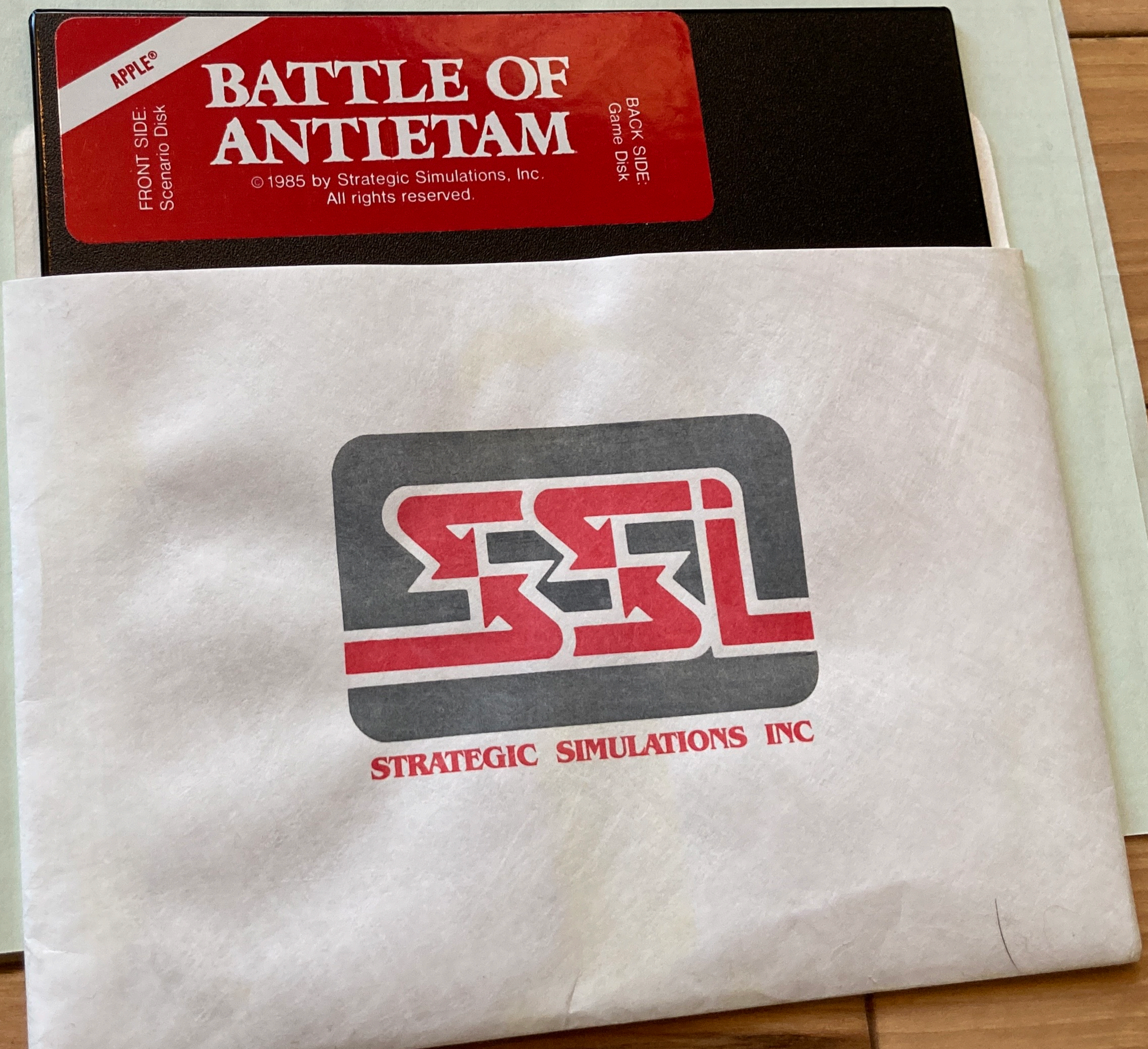
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OPERATION COSTS TABLE

(Numbers in parentheses refer to diagonal moves — directions 2, 4, 6, and 8. Ignore the numbers and letters printed in blue for the BASIC game. P = Prohibited.)

TERRAIN	INF./ DIS. CAV.	CAV.	LIMB. ART.	UNLIMB. ART.
Clear	2(3)	1(2)	2(3)	P
Town	6(9)	3(5)	3(5)	P
Woods	5(7)	2(3)	2(3)	P
Cornfield	3(5)	2(3)	2(3)	P
River	P	P	P	P
Stream	P	P	P	P
Ford	4(6)	1(2)	3(5)	P
Bridge (1)	2(3)	1(2)	2(3)	P
Road bonus (2)	1(P)	1(P)	1(P)	P
Enter higher elevation (3)	+2	+1	+3	P
Enter or leave enemy ZOC	+2	+1	+3	P
Move ZOC to ZOC	+8	+5	P	P
Change mode (5)	2	2	4	4
Unlimber in ZOC	N/A	N/A	8	N/A
Fortify	12	P	P	P
Fire phase	2	2	P	4
Melee: Att. (4)	2	2	P	P
Melee: Def.	1	1	2	2

Notes:

1. Units using the road bonus pay only 1 operation point to enter.
2. Diagonal moves are not allowed using the road bonus. Infantry must be in Column mode to use the road bonus.
3. Units using the road bonus pay only 1 operation point to enter a higher elevation.
4. A unit must fire at the square it is to melee.
5. Mode change for CAV ART is 2.

MELEE COMBAT RESULTS TABLE

Compare the results of the following formula with the table below:

(Attacker's Mod. Strength − Def. Mod. Strength) / 50

DIFFERENTIAL FROM ABOVE	ATT. LOSSES	DEF. LOSSES	% ATT. RETREAT	% DEF. RETREAT
−7 or less	Random of 25 + 150	Random 25	50%	0%
−5 to −6	Random of 25 + 50	Random 25	50%	0%
−4 to 4	Random of 25	Random 25	20%	40%
5 to 12	Random of 25	Random 25 + 50	0%	100%
13 and more	Random of 25	Random 25 + 100	0%	100%

Defender's retreat is checked first and then the Attacker is checked. Both the attacker and defender (except for routed units) will not retreat at the same time.

WEAPON/RANGE CASUALTY TABLE

WEAPON TYPE	ABREV.	RANGE IN SQUARES 1	2	3	4-6	7-10	11-15
Rifle	RFL	4	2	0	0	0	0
Musket	MSK	3	0	0	0	0	0
Rifle/Musket	R/M	3	1	0	0	0	0
Rifle/Sharps	R/S	6	2	0	0	0	0
Rifle/Shotgun	R/G	4	1	0	0	0	0
Sharps Rifle	SHR	8	2	0	0	0	0
Rifle/Carbine	R/C	4	1	0	0	0	0
Carbine	CRB	4	1	0	0	0	0
Shotgun	SHG	4	0	0	0	0	0
Pistol	PST	1	0	0	0	0	0
6 lb. Smoothbore	SM6	8	2	2	1	0	0
#2 lb. Napoleon	N12	14	4	2	1	0	0
3" Rifled Gun	RG3	8	5	4	2	1	0
12 lb. Howitzer	H12	16	2	2	1	0	0
24 lb. Howitzer	H24	17	4	2	1	0	0
10 lb. Parrott	P10	8	5	5	2	2	1
20 lb. Parrott	P20	8	6	6	2	2	1

The number under the range column is the number of men lost per 100 men for small arms fire and per one gun for artillery. These numbers are further modified by the various strength/casualty modifiers.

FIRE AND MELEE STRENGTH/CASUALTY TERRAIN MODIFIERS

If the defender is in:

TERRAIN	FIRE MOD.	MELEE MOD.
Clear	1.00	1.00
Cornfield	1.00	1.00
Woods	.80	1.00
Higher Elev.	.90	.90
Town	.70	1.00
Bridge/Ford	1.00	.80*

* Attacker on bridge/ford

MODE MODIFIERS ON FIRE AND MELEE STRENGTH/CASUALTIES

MODE	UNIT TYPE	FIRE	MELEE
Normal	INF	1.00	1.00
Column	INF	.75	.75
Mounted	CAV	.75	1.50
Routed	ALL	.75	.50
Lim. or Unlim. Art.	ART	1.00	1.00

AMMO RESUPPLY TABLES

Eligibility Table: Chance to go to Resupply Table. 50% chance to go to Resupply Table for CAV, CAV ART, Confederate ART, and Evans Brigade.

RANGE TO DIV. LEADER	PERCENT CHANCE OF GOING TO RESUPPLY TABLE
0	Auto - Resupply*
1	Auto - Resupply*
2	90%
3	70%
4	50%
5	30%
6	10%
	Auto - No Resupply

ply Table is skipped.

y Table: Chance to become re-
th ammo.

	UNION (Mid Turn)		CONFED. (Mid Turn)	
	0%	(35%)	50%	(25%)
	0%	(45%)	70%	(35%)

FATIGUE GAIN TABLE

ACTION	FATIGUE GAIN
Enter square in normal mode	2
Enter square in column mode	1
Fortify one level	20
Per 2 casualties in men (see below)	1
Per one operation point of force march	6
Leader dies in unit	5
Routed unit passes through friendly unit	5

NOTE: Units with over 600 men in them will gain proportionately less fatigue up to 1000 men. For example, a 600-man unit gains 1 fatigue point per 3 losses (33% of casualties turn into fatigue). A 900-man unit would gain 1 fatigue per 4½ men lost (16%).

OTHER MODIFIERS ON FIRE AND MELEE STRENGTH/CASUALTIES

Leader Bonus = Direct Modifier (See Order of Battle)

Flank Modifier to Attacker = 1.50
Flank Modifier to Defender = .50

Density Modifier = 1% more or less casualties per 12 men more or less than 650 men in the square. No more or less casualties than 25%.

Random Modifier = ±50% (.5 to 1.5)

Battle Time Modifier = (OP Remaining)/10
NOTE: This modifier is for fire combat, not melee. A unit is assumed to always have at least five operation points remaining.

Fortification = Level × .10
NOTE: This modifies Att. Fire Strength.

CURSOR MENU

(V) = Prompts you to indicate a direction and then displays the line of sight.
(0) = Centers map at cursor.
(1–8) = Moves cursor in desired directions.
(T) = Removes units from map to see terrain.
(S) = Stops time clock.
(C) = Exits to Combat Phase (Press this key when you are finished moving).
(SPACE BAR) = Accesses first unit in square if friendly. Command Menu for that unit is now active.

COMMAND MENU

(0) = Centers map on unit.
(1-8) = Moves unit in desired direction as indicated by the compass, changing its facing automatically.
(X) = Force March (adds to the unit more operation points at a cost of fatigue).
(D) = Prompts you to input a new facing (1–8) for the unit.
(L) = (Advanced Game Only) Displays a menu with the name of the divisional or corps commander attached and allows you to transfer that leader if you desire. The menu also allows you to go to the divisional or corps commanders.
(I) = All units that belong to the same division as the accessed unit will be inversed. The square with the divisional leader will be inversed and blinking (Advanced Game).
(A) = Plots the unit to advance if given the opportunity in fire phases or melee.
(M) = Plots the unit to melee in the direction of facing.
(F) = Takes you to the Target Menu which allows you to set a priority fire square.
(S) = Changes the mode of the unit
(B) = (Advanced Game Only) Builds one level of fortification.
(V) = Allows you to view all squares in the LOS of the accessed unit (squares are inversed)
(T) = Removes units on map to view terrain underneath.
(P) = Displays the other page of unit statistics.
(H) = Displays Help Menus.
(U) = Accesses next unit in the same square.
(N) = Accesses next unit in the unit order
(Z) = Abort move. The unit you have accessed will return to its original square, facing, and mode with its original operation points and fatigue.
(Q) = Exits Command menu and goes to Cursor Menu.

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Woods	5(7)	2(3)	2(3)	P
Cornfield	3(5)	2(3)	2(3)	P
River	P	P	P	P
Stream	P	P	P	P
Ford	4(6)	1(2)	3(5)	P
Bridge (1)	2(3)	1(2)	2(3)	P
Road bonus (2)	1(P)	1(P)	1(P)	P
Enter higher elevation (3)	+2	+1	+3	P
Enter or leave enemy ZOC	+2	+1	+3	P
Move ZOC to ZOC	+8	+5	P	P
Change mode (5)	2	2	4	4
Unlimber in ZOC	N/A	N/A	8	N/A
Fortify	12	P	P	P
Fire phase	2	2	P	4
Melee: Att. (4)	2	2	P	P
Melee: Def.	1	1	2	2

Notes:

1. Units using the road bonus pay only 1 operation point to enter.
2. Diagonal moves are not allowed using the road bonus. Infantry must be in Column mode to use the road bonus.
3. Units using the road bonus pay only 1 operation point to enter a higher elevation.
4. A unit must fire at the square it is to melee.
5. Mode change for CAV ART is 2.

FATIGUE RECOVERY TABLE

CONDITION	AMOUNT RECOVERED
Unit in enemy ZOC	= Eff. Rating/3
Unit not in ZOC	= Eff. Rating/6

DISRUPTION RECOVERY TABLE

Units must be in command control and have a morale of greater than 40.

	PERCENT CHANCE TO BECOME UNDISRUPTED
Brigade leader alive & not in ZOC	80
Brigade leader dead or in ZOC	60
Brigade leader dead & in ZOC	40

NOTE: In the Intermediate Game, the leader is assumed to be alive.

WEAPON/RANGE CASUALTY TABLE

WEAPON TYPE	ABREV.	RANGE IN SQUARES 1	2	3	4-6	7-10	11-15
Rifle	RFL	4	2	0	0	0	0
Musket	MSK	3	0	0	0	0	0
Rifle/Musket	R/M	3	1	0	0	0	0
Rifle/Sharps	R/S	6	2	0	0	0	0
Rifle/Shotgun	R/G	4	1	0	0	0	0
Sharps Rifle	SHR	8	2	0	0	0	0
Rifle/Carbine	R/C	4	1	0	0	0	0
Carbine	CRB	4	1	0	0	0	0
Shotgun	SHG	4	0	0	0	0	0
Pistol	PST	1	0	0	0	0	0
6 lb. Smoothbore	SM6	8	2	2	1	0	0
12 lb. Napoleon	N12	14	4	2	1	0	0
3" Rifled Gun	RG3	8	5	4	2	1	0
12 lb. Howitzer	H12	16	2	2	1	0	0
24 lb. Howitzer	H24	17	4	2	1	0	0
10 lb. Parrott	P10	8	5	5	2	2	1
20 lb. Parrott	P20	8	6	6	2	2	1

The number under the range column is the number of men lost per 100 men for small arms fire and per one gun for artillery. These numbers are further modified by the various strength/casualty modifiers.

AMMO RESUPPLY TABLES

Eligibility Table: Chance to go to Resupply Table. 50% chance to go to Resupply Table for CAV, CAV ART, Confederate ART, and Evans Brigade.

RANGE TO DIV. LEADER	PERCENT CHANCE OF GOING TO RESUPPLY TABLE
0	Auto - Resupply*
1	Auto - Resupply*
2	90%
3	70%
4	50%
5	30%
6	10%
7	Auto - No Resupply

* Resupply Table is skipped.

Resupply Table: Chance to become resupplied with ammo.

	UNION (Mid Turn)		CONFED. (Mid Turn)	
Art.	70%	(35%)	50%	(25%)
Inf./Cav.	90%	(45%)	70%	(35%)

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STRATEGIC SIMULATIONS INC/CUSTOMER RESPONSE CARD

1. What game is this card from? ____________
2. What computer was used to play this game? ____________
3. Please rate the following aspects of the game (9 = excellent, 1 = poor):

Playability	9	8	7	6	5	4	3	2	1
Realism	9	8	7	6	5	4	3	2	1
Excitement	9	8	7	6	5	4	3	2	1

4. Was this game fun to play? ☐ Yes ☐ No
5. Have you ever played a board wargame before? ☐ Yes ☐ No
6. Please comment on this game. Include games you would like to see in the future. ____________
7. How many other SSI games do you own? ____________
8. Where did you learn about this game?
   1) ☐ friend
   2) ☐ retail store
   3) ☐ SSI catalog
   4) ☐ magazine ad
   5) ☐ magazine review
   6) ☐ other ____________
   If magazine ad, which magazine? ____________
9. Where did you purchase this game?
   1) ☐ computer store
   2) ☐ software store
   3) ☐ toy/hobby store
   4) ☐ bookstore
   5) ☐ department store
   6) ☐ SSI direct
   7) ☐ other mail order
   8) ☐ other ____________
10. Please write your name and address below if you wish to be placed on our mailing list: ____________

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FRONT SIDE
Scenario Disk

BATTLE OF ANTIETAM

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Game Disk

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- Each unit represents 2 regiments or 3-4 batteries. Every man and gun accounted for.
- Several menu options, including hidden units, icons or symbols, union activa- [illegible] of difficulty.
- Computer plays either Confederate or Union. Includes games for Introductory, [illegible] Advanced play.

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BATTLE OF ANTIETAM
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BATTLE OF ANTIETAM

BATTLE OF ANTIETAM was designed by **David Landrey** and **Chuck Kroegel**, whose other works include SSI's BREAKTHROUGH IN THE ARDENNES and OPERATION MARKET GARDEN.
■ PLAYING TIME: 11 hours. ■ **INTRODUCTORY, INTERMEDIATE, and ADVANCED games included.**
Box cover design by LOUIS HSU SAEKOW.

OF ANTIETAM

BATTLE OF ANTIETAM was designed by [illegible]
whose other works include SSI's [illegible]
■ [illegible] ■ INTRODUCTORY [illegible]
■ PLAYING TIME: 11 hours.

THE GRAY:

Robert E. Lee and his Army of Northern Virginia. 40,000 weary soldiers, ragged and hungry but fiercely seasoned under fire. Inspired by recent successes, Lee boldly moves to invade the Union. With the cavalier Jeb Stuart and indomitable Stonewall Jackson, Lee's army strikes north into Maryland. On September 17, 1862, Lee reached the outskirts of Sharpsburg between Antietam Creek and the Potomac River.

THE BLUE:

The Army of the Potomac under General George McClellan, whose stumbling and tentative leadership could snatch defeat from the jaws of certain victory. Emboldened now by the lucky accident of finding a lost copy of Lee's campaign orders, McClellan amasses his 87,000 troops to trap the Confederates with their backs to the Potomac, where the single ferry makes a quick retreat impossible.

The battlelines are drawn. Now you assume command of BATTLE OF ANTIETAM, a grand-tactical simulation of the bloodiest day of the Civil War. From the first shots at 6AM until darkness ends the carnage at 5PM, the action unfolds in detail so realistic you will feel like you are playing a miniatures game.

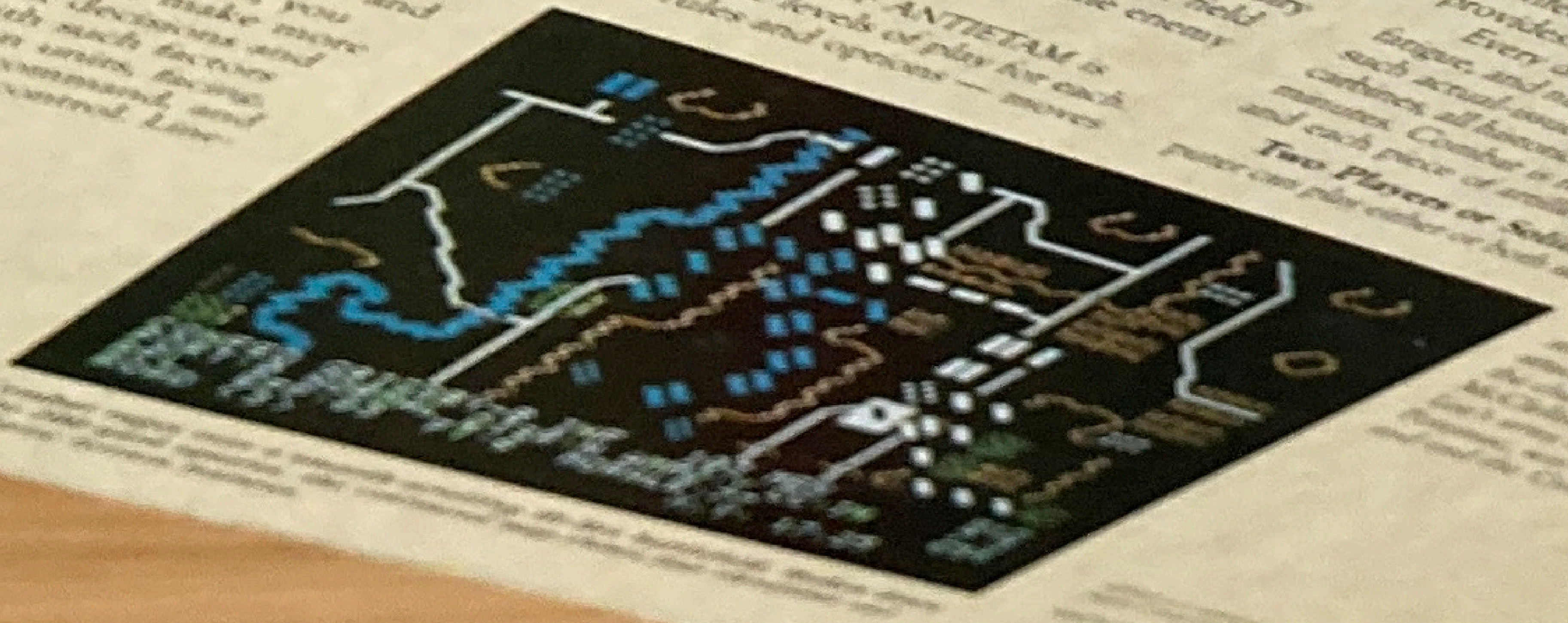
Tactical Control: This simulation gives you almost as much tactical control as Lee or McClellan had on that day. Plot offensive and defensive fire as you deploy demi-brigades to critical points along the Creek. Advance across the tattered cornfields in a column or a line to minimize the damage done by seven types of artillery. Mount and dismount your cavalry units. Even instruct the gun crews when to unlimber field pieces from their carriages so you can bombard the enemy with counter-artillery.

Three Games in One: *BATTLE OF ANTIETAM* is actually three games in one, with five levels of play for each. The Basic Game — with simple rules and options — moves quickly, and all action is visible to both sides. At the Intermediate and Advanced levels, you will have to make more complex decisions and deal with such factors as hidden units, facing, chain of command, and command control. Line-of-sight is simplicity itself: Press the V-key and all the squares a given unit can see are instantly highlighted.

Historical Accuracy and Detail: Historical purists can test themselves under actual conditions. You can simulate McClellan's indecisiveness by electing to limit the number of Northern units that can be engaged at any given time. Three authentic stone bridges span Antietam Creek, but randomized fords help vary battle plans and challenge the Confederate forces to maximize the protection the terrain provides.

Every demi-brigade's effectiveness is rated for morale, fatigue, and number of men (from 100 to 1800). Troops carry such actual-issue firearms as muskets, rifles, shotguns, or carbines, all historically rated for range. One turn equals thirty minutes. Combat is resolved down to the individual soldier and each piece of artillery.

Two Players or Solitaire: During solitaire, the computer can play either or both sides. [illegible]



[illegible]

BATTLE OF ANTIETAM

BATTLE OF ANTIETAM was designed by
whose other works include SSI's BREAKTHROUGH
■ PLAYING TIME: 11 hours. ■ INTRODUCTORY, INTERMEDIATE

THE GRAY:

Robert E. Lee and his Army of Northern Virginia. 40,000 weary soldiers, ragged and hungry but fiercely seasoned under fire. Inspired by recent successes, Lee boldly moves to invade the Union. With the cavalier Jeb Stuart and indomitable Stonewall Jackson, Lee's army strikes north into Maryland. On September 17, 1862, Lee reached the outskirts of Sharpsburg between Antietam Creek and the Potomac River.

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Three Games in One: BATTLE OF ANTIETAM is [illegible]

Historical Accuracy and Detail: [illegible]

Two Players or Solitaire: [illegible]

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- Grand-tactical Civil War game.
- 17 weapon types, including muskets, carbines, Napoleons, howitzers, and parrots.
- Representation of Brigade, Divisional, and Corp commanders.
- Map details include towns, streams, ridges, and bridges superimposed on a square grid that displays four elevations.
- Each unit represents 1 regiment [illegible]
- Several menu options, including [illegible] tion, and levels of difficulty.
- Computer plays either Confederate or Union [illegible] Intermediate, or Advanced play.

THE GRAY:

[illegible]

THE BLUE:

[illegible] the Potomac, where the single [illegible]

Tactical Control: [illegible]

Three Games in One: BATTLE OF ANTIETAM is [illegible] with five levels of play for each [illegible] simple rules and options — moves [illegible]

Historical Accuracy and Detail: Historical purists [illegible] You can simulate [illegible] limit the number [illegible] at any given time. [illegible] Antietam Creek, but [illegible] and challenge the Confederate forces to maximize the protection the stream provides.

Every demi-brigade's effectiveness is rated for morale, fatigue, and number of men (from 100 to 1500). Troops carry such actual-issue firearms as muskets, rifles, shotguns, or carbines, all historically rated for range. One turn equals thirty minutes. Combat is resolved down to the individual soldier and each piece of artillery.

Two Players or Solitaire: During solitaire, the computer can play either or both sides. Can you match the tactical genius of Robert E. Lee, defy overwhelming odds and thwart the Union attack? Or will you seize the chance which escaped McClellan — to smash Lee's army against the Potomac, win the battle, and end the Civil War?

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